activation; and

an interface assembly in operative communication with said keyboard port and with more than one of said player stations, said interface assembly including an interface processor device configured to receive said player input signals and to output interface signals to said keyboard port, said interface signals corresponding to particular said data input devices.

15. The device as in claim 14, wherein each said player station includes a currency acceptor configured to accept currency from a player at the corresponding player station for wagering purposes and to output a currency input signal corresponding to an amount of currency accepted, wherein said interface assembly is configured to receive said currency input signals and to output corresponding currency output signals, and wherein said game processor device is configured to receive said currency output signals via said keyboard port and said input/output system.

16. The device as in claim 14, wherein said interface assembly includes a buffer device configured to receive and store said interface signals from said interface processor device.

17. The device as in claim 16, wherein said input/output system is configured to retrieve said interface signals from said buffer device.

18. The device as in claim 14, wherein each said player station includes a currency acceptor configured to accept currency from a player at the corresponding player station for

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wagering purposes and to output a currency input signal corresponding to an amount of currency accepted.

19. The device as in claim 14, including a video display assembly in communication with said personal computer assembly, said video display assembly configured to receive video display signals from said personal computer assembly and to display video images responsively to said video display signals, said video display assembly including a video monitor.

20. The device as in claim 19, wherein said personal computer assembly is configured to execute a video blackjack program in which all players play against a single dealer hand generated by said personal computer assembly, wherein players submit wagers and select game options according to rules that simulate a casino blackjack game, and wherein said personal computer assembly is configured to display the dealer hand and all player hands via said video display assembly on said monitor.

21. The device as in claim 14, including a cabinet housing said plurality of said spatially separate player stations.

22. The device as in claim 14, wherein said interface processor device includes an integrated circuit device.

23. The device as in claim 14, wherein said interface processor device includes a microprocessor.

24. The device as in claim 23, wherein said interface processor device is a keyboard processor.

25. The device as in claim 14, wherein said interface processor device receives said player input signals from all said

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data input devices on each said player station.

26. A multiplayer interactive video gaming device, said device comprising:

a cabinet;

a personal computer assembly housed by said cabinet and including an input/output system, a keyboard port, and a game processor device configured to receive input data via said input/output system from said keyboard port, to execute a video card gaming program responsively to said input data, and to output video display signals responsively to said video card gaming program;

a video display assembly housed by said cabinet and in communication with said personal computer assembly, said video display assembly configured to receive said video display signals from said personal computer assembly and to display video images responsively to said video display signals;

a plurality of spatially separate player stations housed by said cabinet, each said player station including a plurality of data input switches, each said data input switch configured to output a binary player input signal which changes state upon activation of said data input switch by a player at the corresponding said player station;

a plurality of communication lines, each said communication line connected to a corresponding said data input switch and configured to convey the player input signals thereof; and

an interface assembly in operative communication with said

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keyboard port and with a plurality of said communication lines, said interface assembly including an interface processor device configured to receive said player input signals carried by said communication lines and to output digital interface signals to said keyboard port, said interface signals corresponding to particular said data input devices.

27. The device as in claim 26, wherein said interface assembly includes a buffer device configured to receive and store said digital interface signals.

28. The device as in claim 26, wherein each said player station includes a currency acceptor configured to accept currency from a player at the corresponding player station for wagering purposes and to output a currency input signal corresponding to an amount of currency accepted, wherein said interface assembly is configured to receive said currency input signals and to output corresponding currency output signals, and wherein said game processor device is configured to execute said video card gaming program responsively to data carried by said currency output signals.

29. The device as in claim 26, wherein said personal computer assembly is configured to execute a video blackjack program in which all players play against a single dealer hand generated by said personal computer assembly, wherein players submit wagers and select game options according to rules that simulate a casino blackjack game, and wherein said personal computer assembly is configured to display the dealer hand and

all player hands via said video display assembly.

30.   An interactive video gaming device, said device comprising:

a personal computer assembly including an input/output system, a keyboard port, and a game processor device configured to receive input data via said input/output system from said keyboard port and to execute a video gaming program responsively to said input data;

a player station including at least one data input device configured to output a player input signal responsive to player activation and a currency acceptor configured to accept currency from a player at said player station and to output a currency input signal corresponding to an amount of currency accepted; and

an interface assembly in operative communication with said keyboard port and with said player station, said interface assembly including an interface processor device configured to receive said player input signals and said currency input signals and to output interface signals to said keyboard port, said interface signals corresponding to particular said data input devices or said currency acceptors.

31.   An interactive video gaming device, said device comprising:

a cabinet;

a personal computer assembly housed by said cabinet and including an input/output system, a keyboard port, and a game processor device configured to receive input data via said

input/output system from said keyboard port, to execute a video card gaming program responsively to said input data, and to output video display signals responsively to said video card gaming program;

a video display assembly housed by said cabinet and in communication with said personal computer assembly, said video display assembly configured to receive said video display signals from said personal computer assembly and to display video images responsively to said video display signals;

a player station housed by said cabinet and including a plurality of data input switches, each said data input switch configured to output a binary player input signal which changes state upon activation of said data input switch by a player at said player station, and a currency acceptor configured to accept currency from a player at said player station and to output a currency input signal corresponding to an amount of currency accepted;

a plurality of communication lines, each said communication line connected to a corresponding said data input switch or said currency acceptor and configured to convey the player input signals or currency input signals thereof; and

an interface assembly in operative communication with said keyboard port and with a plurality of said communication lines, said interface assembly including an interface processor device configured to receive said player input signals and said currency input signals carried by said communication lines and to output

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digital interface signals to said keyboard port, said interface signals corresponding to particular said data input devices or said currency acceptor.

32. The device as in claim 21, including a ticket dispenser housed by said cabinet and proximate said player stations and a printing mechanism also housed by said cabinet and configured to print video game results on tickets for distribution via said ~~ticket dispenser.~~

33. An interactive video gaming device, said device comprising:

a personal computer assembly including an input/output system, at least one data port, and a game processor device configured to receive input data via said input/output system from said data input port and to execute a video gaming program responsively to said input data;

a player station including at least one data input device configured to output a player input signal responsive to player activation and a currency acceptor configured to accept currency from a player at said player station and to output a currency input signal corresponding to an amount of currency accepted; and

an interface assembly in operative communication with said data input port and with said player station, said interface assembly including an interface processor device configured to receive said player input signals and said currency input signals and to output interface signals to said data input port, said interface signals corresponding to particular said data input

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